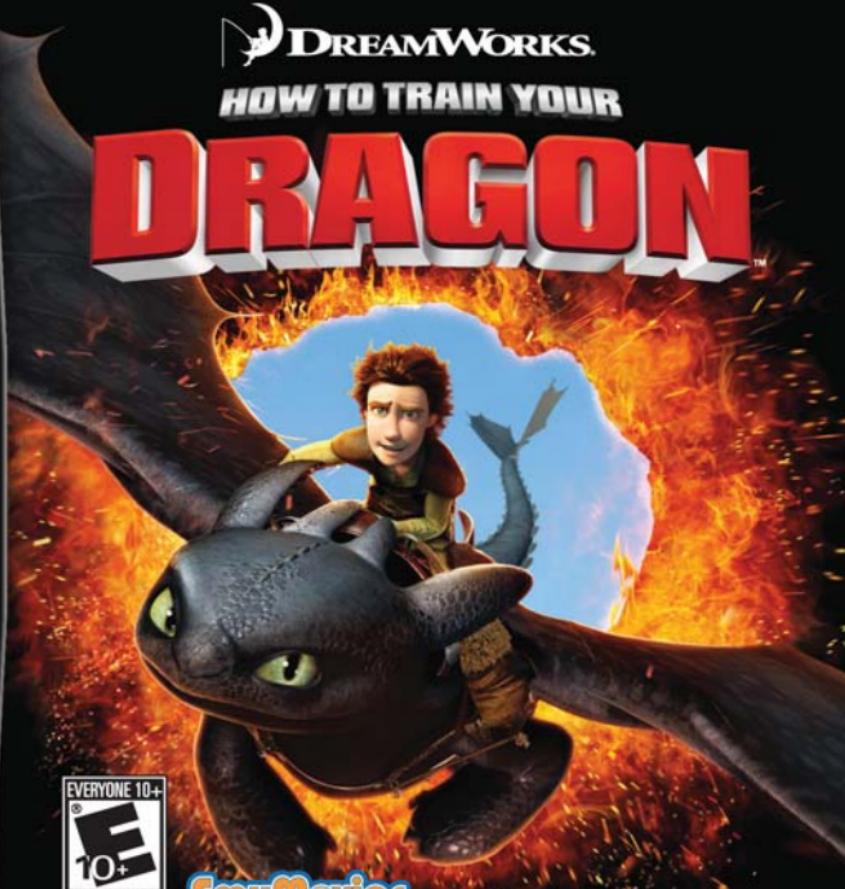


DREAMWORKS.

HOW TO TRAIN YOUR

DRAGON

NINTENDO DS™



EmuMovies

INSTRUCTION BOOKLET

ACTIVISION

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Single-Card
Download Play
1-2

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS
Multi-Card
Play
1-2

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



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DREAMWORKS.
HOW TO TRAIN YOUR
DRAGON

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GETTING STARTED

1. Insert the *How to Train Your Dragon*TM Game Card into the Nintendo DSTM slot as described in your Nintendo DS instruction manual.
2. Turn the Power Button ON.
3. Tap on *How to Train Your Dragon* on the DS Menu Screen to bring up the main title screen.

Note: The How to Train Your Dragon Game Card is for the Nintendo DS system only.

WELCOME TO THE DRAGON MASTER TOURNAMENT

It's the first annual Thor'sday Thursday Dragon Celebration Tournament! Hiccup and Astrid have to make their way across the Island of Berk while completing quests, battling dragons and forging armor to become the island's Dragon Master. It's not as easy as it sounds, as each dragon has an arsenal of moves and attacks. It's up to Hiccup and Astrid to work together with their dragons to claim victory!



CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

NEW GAME

At the title screen, select **New Game**. Choose if you would like to play as Hiccup or Astrid. Hiccup starts the game with Night Fury™ and Astrid starts with Deadly Nadder.™ You can customize your dragon before starting a game. Choose different horns, wings, teeth, feet, scales, tails and colors. After selecting how you want your dragon to look, give it a name.

CONTINUING A SAVED GAME

If you've played the game before, select **Continue** on the Title Screen. Your game will load up from the save and you can continue where you left off.

MULTIPLAYER

Players battle dragons head to head in two modes of multiplayer.

- A DS Download Play option is available if your friend doesn't have a copy of *How to Train Your Dragon DS*. With DS Download Play, both players play as Night Fury dragons and have a limited set of moves.
- A DS Wireless Play option for two players who have copies of *How to Train Your Dragon DS*. With DS Wireless Play multiplayer, you can use any of the dragons in your saved game.

Note: Multiplayer play will not be available until a saved game is created. However, multiplayer battles have no effect on your saved game except for the Dueling awards.

CONTROLS

How to Train Your Dragon is played almost exclusively with the Touch Screen. See the instructions on special modes for certain parts of the game.



WORLD MAP

The World Map displays your character's current location. The goal for the quest is displayed as a pulsing star. Tap on a location to move Hiccup or Astrid there. Slide the stylus on the World Map to scroll around and see more of your current locations.

Tap the World Map options icon in the bottom left corner of the screen. Here you can access the following:

Status: See what your current quest is as well as your dragon's current status.

Inventory: View items you are currently carrying.

Ability Tree: See what moves are currently available to your dragon and how each relates to another with upgrades. When upgrading a move, other moves previously not available to you will unlock and become available during battles. Upgrade your dragon's moves to unlock the entire tree!

Equip: The secret to success in battle is having your dragon properly equipped with armor. Here, you can place or remove armor you've found or made by forging.

Dragon Customize: Change your dragon's horns, wings, teeth, claws, spikes, tails and colors.

Attack Roster: Each dragon has 6 moves available during battles. Choose from any move you've unlocked and equip your dragon with the moves you prefer. Swapping moves on the World Map incurs no Energy penalty as it does within battles. Plan ahead and select your most powerful moves.

Awards: You earn Awards during gameplay. Use the Awards screen to see what you've earned and what Awards are still available.

BATTLES

Use the Touch Screen to select moves and attacks. Each move or attack requires a certain amount of Energy, located at the bottom of the top screen. Certain moves have positive or negative Status Effects associated with them. See the outcome and current list of Status Effects on the top screen. Your dragon's Status Effects are displayed on the left while the opposing dragon's are displayed on the right.

Each move fills up the Special Meter located at the bottom of the Touch Screen. When the meter is full, tapping it activates it. Using a move while the icons are on fire allows you to potentially increase your damage by playing a micro game.

Complete the battle successfully and you'll be awarded items, gold and, potentially, an upgrade for one of your moves.

DRAGON FLYING

Take your dragon to the skies in Fishlegs' challenging obstacle courses. Use the Touch Screen, +Control Pad or the **A**, **B**, **X**, **Y** Buttons to steer your dragon. Use the **L** or **R** Button to fire.

Shoot down opposing dragons and unarmored gasbags. Collect as many of the gold coins as you can.

FORGING ARMOR

Forging and equipping armor is the key to winning battles in *How to Train Your Dragon DS*. Gobber in the village is always available for you to return to and make armor using the patterns you collected. Each piece of armor requires a pattern, ore and, occasionally, etchings. Please see the in-game tutorial for instructions on how to forge armor.

CREDITS

DEVELOPED BY GRIPTONITE

GRIPTONITE GAMES

Senior Producer

Mike Platteter

Producer

Elizabeth Walkey

Associate Producer

Bassima Dimmick

Development Lead

Marc Hall

Art Lead

Alex Guillard

Design Lead

Kelly Toyama

Development

Louis Valentine

Luke Keyes

Animation

Nathan Adams

Environments

Paul Marshall

Design and Scripting

Russ Andes

Additional Artwork

Mark Ferrari

David Peixoto

OF3D

Additional Scripting

Josh Oratz

Jason Langer

Writing

Mark Ferrari

Russ Andes

Stefan Beyer

Audio Supervisor

Evan Buehler

Music

Nathaniel Papadakis

Sound Design

Jason Syltebo

Testing Lead

Eric "Frog" Elders

Software Testers

Zackary Good

Brandon Wyrwitzke

Certification

Group Manager

Jeff Clinton

Certification

Testers

Will Fairfield

Edwin Maynard

VP of Amaze

Studios

Steve Ettinger

Griptonite Studio

Director

J. C. Connors

Studio Technical Director

Jason Bay

Studio Art Director

Mike Wilcox

Studio Design Director

Ryan Silva

Studio Development Manager

Cheryl Perrins

Studio Tools Coordinator

Jason Sagmiller

Studio Coordinator

Shanna Armenta

Finance Managers

Valerie Sornette

Miguel Vazquez

Designed by

How To Train

Your Dragon™

Handheld Team

How To Train Your Dragon™

Handheld Team Special Thanks

Meghan, Lalie, Daniel, Bobby and everyone at Activision

Andrea, Jen, Chris and everyone at DreamWorks

Marc Norman and Pepper

Mike and Maria

Platteter

Dawn Hubbard

Stephanie Adams

Michele and Olive

Kristine Ishii

ACTIVISION PUBLISHING, INC.

PRODUCTION

Producer

Daniel Firestone

Production Coordinator

Bobby Munguia

Production Intern

Eric Stanzione

Managing Producer

Lalie Fisher

Senior Producer

Meghan Morgan

Vice President, Production

Graham Fuchs

Head of Production

Steve Ackrich

Special Thanks

Mike Griffith

Marcus Iremonger

Brian Ward

Dave Stohl

Suzan Rude

Shannon Wahl

Adam Goldberg

Thaine Lyman



Sheilah Brooks
Todd Mueller
Jim Murphy
Peter Lipp
Alex Lifschitz
Jane Elms

PRODUCTION SERVICES - EUROPE

Senior Director of Production Services - Europe

Barry Kehoe

Localization Manager

Fiona Ebbs

Senior Localization Project Manager

Bobby Henderson

Localization QA Manager

David Hickey

Localization QA Assistant Manager
Yvonne Costello

Localization QA Leads
Raul Lopez
Loredana Fioretti

Localization QA Floor Lead
David Arias

Localization QA Testers

Diana Xifre
Nicola Spera
Laura Cocco
Paola Palermo
Florent Parage
Aziz Janah
Christian Held
Esther Reiman
Alfred Essemyr

Burn Lab Technicians

Todd Lambert
David Dawson

IT Network Technician
Fergus Lindsay

Localization Tools and Support
Provided by Stephanie Deming & XLOC, Inc

TALENT AND AUDIO MANAGEMENT GROUP

Director
Adam Levenson

Talent Acquisitions Manager
Marchele Hardin

Talent Associate
Noah Sarid

Talent Coordinator
Stefani Jones

Sound Designer
Trevor Bresaw

Audio Programmer

Blair Bitonti

**STUDIO
CENTRAL
RESOURCES,
CENTRAL
DESIGN****Senior Director of
Game Design**

Carl Schnurr

Game Design**Analyst**

Jeff Chen

ART SERVICES**Art Services
Manager**

Todd Pruyn

Art Services Lead

Randi Cohn

**Art Services
Coordinators**

Mike Hunau

David Asadourian
Christopher Reinhart
Kevin Sandlow

**Art Services
Video Associate**

Ben Szeto

**Art Services Video
Lab Technicians**

Joi Tanner
Andrew Worshill

**GLOBAL BRAND
MANAGEMENT****Head of Marketing**

Rob Kostich

**Director of
Marketing**

Joanne Wong

**Global Brand
Manager**

Tyler Michaud

**Associate Brand
Manager**

Kevin Cheung

Special Thanks

Jason Taylor

**Director Retail
Marketing**

Nick Contreras

**Director Interactive
Marketing**

Carlson Choi

**Interactive
Marketing
Coordinator**

Viet Nguyen

**PUBLIC
RELATIONS****Senior Director,
Corporate
Communications**

Michelle Schroder

Junior Publicist

Bianca Harzbecker

**Global Asset
Manager**

Karen Yi

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EVP, Chief Creative Officer

Brad Jakeman

VP, Head of Integrated Communications

Todd Harvey

Senior Director, Marketing Communications

Susan Hallock

Marketing Communications Manager

Jill Barry

SUPPLY CHAIN

Senior Manager of Mainline Operations

Jennifer Sullivan

Project Manager of Mainline Operations

Donna Damrow

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Senior Vice President and General Counsel

Greg Deutsch

Senior Director, Government Affairs

Philip Terzian

Director, Litigation

Mary Tuck

Director, Business and Legal Affairs

Christopher Cosby

Counsel

Amanda O'Keeffe

QUALITY ASSURANCE, FUNCTIONALITY

QA Project Lead

Donavan Lapointe

QA Floor Lead

Maxime Pinet

QA Database Technician

Guillaume
Boucher-Vidal

QA Database Specialists

Julien Gagnon-
Bourassa
Alexandre
Chamberland-Labbé

QA Testers

Frédéric Marquis
Éric Pelletier
Jean-David Proulx-
Marcoux
Vincent Genois
Guillaume Cloutier
Mikaël Pomerleau

QA Senior Project Leads

Jonathan Piché
Guillaume Weber

QA Senior Manager

Matt McClure

IT Lead

Etienne Dubé

IT/Burn Room

Technicians

Sébastien Aubut
Nicolas Verret

HR/Ops Supervisor

Antoine Lépine

Admin Assistant

Josée Laboissonnière

QUALITY ASSURANCE

VP Quality Assurance/ Customer Service

Paul Sterngold

Director, Quality Assurance

Chris Wilson

TECHNICAL REQUIREMENTS GROUP

Director, QA

Christopher D. Wilson

TRG Manager

John Rosser

TRG Submissions Leads

Daniel L. Nichols
Christopher Norman

TRG Submissions Adjutant

Dustin Carter

TRG Senior Platform Leads

Sasan "Sauce" Helmi
Todd Sutton

TRG Platform Leads

Zac Blitz
Menas Kapitsas
Eric Stanzione

TRG Testers

Alex Tomasino
Antoine "Bo" Bohannon
Bryan Papa
Eddie Fernando Araujo
Gary Rojas
Jeff Koyama
Joe Pardo
Justin Gogue
Lan Sha
Lucas Goodman
Michael Laursen
Patrick De Palma
Peter Cho
Phil Lawless
Randall Lutcavich
Santiago Salvador
Steve McIlroy
Steve Santarpia
Steven Lin
Tomer Mor
Vincent Ju

QA CODE RELEASE GROUP

QA Certification Lab Senior Leads

Brandon Valdez
Cyra Talton

QA Certification Lab Project Lead

Fausto Lorenzano

QA CRG Project Lead

Matt Ryan

QA CRG Floor Lead

Jonathan Mack

QA CRG Testers

Christian Vasco

QA MASTERING LAB

Sr. Manager, QA Technologies

Indra Yee

Mastering Lab Supervisor

John Donnelly

Lead Mastering Lab Technician

Sean Kim

Senior Mastering Lab Technician

Danny Feng

Mastering Lab Technicians

Tyree Deramus

Jose Hernandez

Kai Hsu

Rodrigo Magana

Steven Rodriguez

Leejay Ronquillo

Orbel Shakhmalian
Gary Washington

QA-MIS

Senior Manager, QA Technologies

Indra Yee

QA-MIS Manager

Dave Garcia-Gomez

QA-MIS Lead Technician

Brian Martin

QA-MIS Technicians

Chris Gill

Teddy Hwang

Jeremy Torres

Lawrence Wei

QA-MIS Junior Technicians

Lovely Morata

Neal Nikaido

Orren Webber

Technology Technician

Sean Olson

QA-MIS Equipment Coordinators

Long Le

Coleman Thaxton III

QA DATABASE ADMINISTRATION GROUP

**Senior Lead
Database
Administrator**
Jeremy Richards

**Lead Database
Administrator**
Kelly Huffine

**Database
Technicians**

Christopher Shanley
Timothy Toledo

DBS Senior Tester
Wayne Williams

DBS Testers

Randi Williams-Pardo
David Trinh
Michael Taing

QA OPERATIONS GROUP

**Manager, QA
Operations**
Jeremy Shortell

**Senior Lead,
QA Operations**

Paul Colbert

**Lead, QA
Operations**

Kelly Wentzel

**Customer Support
Managers**

Gary Bolduc
Michael Hill

QA SPECIAL THANKS

Glenn Vistante
Calvin Wong
Nuria Andres
Jason Levine
Chris Keim
Nadine Theuzillot

Marc Williams
Eileen Simard
Dee Brown
Jack McClure
Sam Piché-Boyle
Mark Jutras,
Claudia Desmarais

DREAMWORKS ANIMATION

Bonnie Arnold

Lisa Baldwin

Kristine Belson

Adam Brown

Liz Camp

Jennifer Caruso

Dean DeBlois

Paul Elliott

Chris Fahland

Andrea Frechette

Lawrence Hamashima

Chris Hewish

Abe Jamaleddine

Chris Jefferies

Angela Park

Craig Rittenbaum
Zoro Rodriguez
Chris Sanders
Bruce Seifert
Kate Spencer
Todd Whitford

BIG ALLIGATOR PRODUCTIONS

Casting and Voice Direction
Jamie Thomason

Voice Over Editorial and Post
David Guerrero

VOICE TALENT

Hiccup
Jay Baruchel
Astrid
Angela Barys

Stoick
Nolan North
Gobber
Chris Edgerly

Snotlout
Ari Rubin
Ruffnut
Katherine Von Till

Tuffnut

TJ Miller

Fishlegs
James Arnold Taylor

Additional Voice Talent

Adam Brown
Craig Rittenbaum
Bruce Seifert
Tara Strong

Fonts by
Ascender Corporation

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